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-(line 3), replace "attraction means" with—- means for attracting--.
^and 4 respectivly

-(line 5), replace "said invention" with --said method--.
^and 6 respcctivly

• Claims 17 and 33 amended:

-(line 3) replace "the embodiment" with --an embodiment--.

-(line 4) delete comma at end of sentence

-(line 5) delete "whereby the training methods can be".

-(line 5) replace, " in the graphical, the vocal and the literal forms" with -- in

graphical, vocal or literal forms--.

• Claims 19 and 35 line 4, amended to delete "(crowd)"

31

• Claims 30-36 amended to replace all "apparatus" with "system"

• Claim 30 amended to read:

A system for attracting attention of people in public places and engaging them in an

interaction with a system for getting information and entertainment, comprising the

following steps of:

a) executing a wait state module playing multimedia on the system in a wait state

when there are no people nearby the system,

b) executing an attraction state module attracting the people when they appear

nearby the system and encouraging them for an engaged interaction with the system

by making a transition from the wait state to an attraction state,

c) executing an user engagement state module helping a user who decided to use

the system to learn how to use the system at an user engagement state,

- Claim 10 line 2, amended to delete "its," replace "such as" with --including-- and delete "if said image capturing system is equipped with these functionalities," on line 3.

- Claim 11 line 1, amended to read: --The method according to claim 1, wherein the essentials of a background technology based on the computer vision algorithms further comprises 3-I technologies including: the intelligence technologies, the interaction technologies, and the immersive technologies--.

- Claim 12 amended to replace "Intelligence Technologies" with -- intelligence technologies--.

- Claim 13 amended to replace "Interaction Technologies" with --"interaction technologies--.

- Claim 14 amended:

  - replace "Immersive Technologies" with --immersive technologies--.

  -undo italics for "passive immersion," "active immersion," and "mixed immersion".

  -line 5, replace "such as" with --including:--:

  -lines 2 and 8 replace "(Augmented Reality)" with --or augmented reality--.

- Claims 15-20 and 31-36 amended terms to lower case, "Wait State," "Attraction State," "User Engagement State," "User Interaction State," and "Interaction Termination State."

- Claims 16 and 32 amended:

  -(line 2), replace "the embodiment" with --an embodiment--.
  and 3 respectivly

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In the United States Patent and Trademark Office

Serial Number: _____

Appn. Filed: <u>2003 August 05</u>

Applicant(s): <u>Rajeev Sharma, Emilio Schapira, and Namsoon Jung</u>

Appn. Title: <u>METHOD AND SYSTEM FOR VIRTUAL TOUCH ENTERTAINMENT</u>

Examiner/GAU: _____

Mailed: <u>2003 August 05, Tue.</u>

At: <u>State College, PA</u>

Amendment A

Commissioner for Patents

Washington, District of Columbia 20231

Sir:

Prior to examination, please amend the above application as follows:

BSH-3-12-07

Specification:

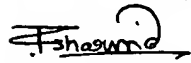Page 1, lines 2-4, after the title, delete and substitute the following:

-CROSS-REFERENCE TO RELATED APPLICATIONS

This application is entitled to the benefit of Provisional Patent Application Ser. Nr. 60/409,435, filed Sep. 10, 2002.

REMARKS

The above amendment is provided in response to the statutory requirement that applicant insert a reference to applicant's PPA.

Very respectfully,

Rajeev Sharma

Applicant Pro Se

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